mobilehealth

Mobile Health— Sr. UI-UX Product Designer— Work from anywhere in the U.S.

Mobile Health is looking for a Sr. UI-UX Product Designer to help us continue on our mission to change the Healthcare System.

Mobile Health has quickly become one of the largest and fastest growing digital healthcare SaaS platforms in the US. Our goal is to help our customers make a culture of health simple.

Mobile Health provides communications, incentives, tools, and real-time analytics that individuals and employers can use to improve workforce health and overall wellbeing for employees and their families. We have millions of users and hundreds of employers on our platform working to improve their health and fitness and reduce their health care costs.

Why join Mobile Health?

- We work with great technology.
- We have an amazing team (experienced, creative people, collaborative environment).
- We have an incredible product (growing healthcare space).
- We make a real difference for our customers (and their employees' lives).
- We offer industry competitive compensation and benefits.

Job Description

We are looking for an experienced UX/Product designer to design and shape unique, user-centric products and experiences. The ideal candidate will have experience working in agile teams with developers, the implementations team and product managers. You will be able to make deliberate design decisions and translate user journeys into simple, intuitive experiences. This is a full-time, permanent position. Our headquarters is in San Mateo, California. We are considering both local and remote candidates.

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Responsibilities

- Take broad, conceptual ideas and turn them into something beautiful and valuable
- Own the end-to-end design (interaction, visual, etc.) across multiple features and projects
- Design flows and experiences that are incredibly simple and elegant
- Contribute to high-level strategic decisions with the rest of the product team
- Present designs, prototypes and concepts to cross-functional partners and stakeholders
- Give and solicit feedback from other designers and stakeholders to continually improve product quality
- Stay on top of industry trends and emerging technologies

Skills and Qualifications

- Bachelor's Degree in Graphic Design, UI/ UX design, Product Design, or similar discipline
- 3+ years of experience as a UI/UX Designer, interaction designer, or similar role
- Fluency across design and animation tools such as Sketch, Figma and Adobe Creative Suite
- Proven experience designing for various platforms (mobile and web)
- Fluency in the human-centered design process from qualitative research to ideation, prototyping, and implementation
- Ability to communicate design solutions and user journeys across a variety of audiences (internal, client, vendor, etc.) to ensure understanding and buy in
- Knowledge of the product development process and ability to communicate well with engineering teams
- Experience designing responsive websites, apps and digital products
- Solid understanding of how to establish scale and contrast, balance and visual hierarchy
- Experience designing for accessibility and familiarity with Section 508 and WCAG standards
- Design research experience, illustration and interaction design skills are a plus
- Working knowledge of HTML, CSS, JavaScript are a plus
- Strong portfolio that showcases a thoughtful creative process covering a range of mediums, UI design, icons and illustrations